Weapons D6 / Type-2 Energy Hammer



Gravity Hammer

The Type-2 Energy Weapon/Hammer, more commonly known as the Gravity Hammer, is the mightiest and most powerful close-quarters two-handed melee weapon used by Covenant Loyalists.

The Gravity Hammer is a large hammer that serves as an excellent and powerful melee weapon in the game. It is a highly symbolic Brute weapon that is analogous to the Elite's Energy Sword.

This powerful weapon can also be used to manipulate gravity, allowing it to push opponents away or pull them towards the wielder, as well as deflecting incoming projectiles.

Name: Energy Staff
Type: Type-2 Energy Hammer
Scale: Character
Skill: Melee Combat: Pullarm/ Hammer
Cost: 25,000 (used)
Availability: 3, X
Difficulty: Heavy
Damage: Uncharged: Str+1D Swing, Str+2D Overhand (and requires 1 round to lift into position)
Charged: Add +3D*/ +2D*/ +1D* to Uncharged Damage (*Corresponding to Blast Range)
Blast Radius: 0-2*/4*/8* (Only with Charged Attacks)
Ammunition: 9 Charged Strikes

Game Notes:

-The Gravity Hammer uses a power cell to cause a Charged Attack, with out power the Gravity hammer cannot be used with for a Charged Attack

-The Gravity Hammer Blast: The blast still causes the *Charged Damage to targets with in the blast radius, even if they are not directly struck.
The blast can go through walls and floors, and this can be used to damage targets in an adjacent room.

-Gravity Manipulation: Can be used to push/ pull objects with in close proximity (6 m), but takes 1 round per use.

Pulling/ Pushing characters can cause disorientation and may cause them to fall. Each target makes either a Control or Strength roll to prevent falling. A target that is knocked back into a wall or other solid object takes 2D damage.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
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